

## CLAIM AMENDMENTS

### IN THE CLAIMS

This listing of the claims will replace all prior versions, and listing, of claims in the application or previous response to office action:

1. **(Currently Amended)** A method for transmission of data between a master station and at least one slave station in a data transmission system using a time slot method, in which the slave station is addressed repeatedly by the master station in order to transmit data or other information acknowledging the existence of the connection to the master station, by the master station sending data bursts to the slave station, comprising the following steps:

- identifying an operating mode of the slave station in the existing connection **by the master station**, and
- ~~responding-addressing by-of~~ the slave station **by the master station** in accordance with a time addressing scheme which is dependent on the identified operating mode of the slave station, **wherein the addressing of the slave station is carried out such that when an operating mode of the slave station with reduced activity is identified, the number of data bursts sent by the master station to the slave station in an active time interval for the slave station is increased.**

2. (Original) The method as claimed in claim 1, wherein the data is transmitted in accordance with the Bluetooth standard.

3. **(Canceled)**

4. **(Currently Amended)** The method as claimed in claim [3]4, wherein the slave station is addressed a number of times successively by the master station in the active time interval as a function of the time slots which are free in the active time interval and the time slots for response are chosen variably.

5. (Original) The method as claimed in claim 1, wherein the method is used

- in digital cordless communications systems or
- in computer-controlled entertainment systems, in particular computer-controlled games systems.

6. **(Currently Amended)** A data transmission system, in particular a Bluetooth data transmission system, comprising a master station and at least one slave station between which data is interchanged, and in which the master station addresses the slave station, which has various operating modes, continuously repeatedly to transmit data or other information acknowledging the existence of a connection, by sending data bursts to the slave station, wherein a time addressing scheme with which the master station addresses the slave station is dependent on the identified operating mode of the slave station, wherein the time addressing scheme is designed such that, when the slave station is in an operating mode with reduced activity, in particular a sniff mode, the number of data bursts which are sent from the master station to the slave station in an active time interval of the slave station is increased.

7. **(Canceled)** .

8. **(Currently Amended)** The data transmission system as claimed in claim [7] 6, wherein the time addressing scheme is designed such that, when the slave station is in the active time interval of the mode with reduced activity, the slave station is addressed repeatedly and successively by the master station depending on the free time slots in the active time interval, and the free time slots for response can be selected in a variable manner.

9. **(Currently Amended)** A digital cordless communications systems comprising a master station and at least one slave station between which data is interchanged, and in which the master station addresses the slave station, which has various operating modes, continuously repeatedly to transmit data or other information acknowledging the existence of a connection, by sending data bursts to the slave station, wherein a time addressing scheme with which the master station addresses the slave station is dependent on the identified operating mode of the slave station, and wherein the time addressing scheme is designed such that, when the slave station is in an operating mode with reduced activity, in particular a sniff mode, the number of data bursts which are sent from the master station to the slave station in an active time interval of the slave station is increased.

10. **(Currently Amended)** A computer-controlled entertainment systems, in particular in computer-controlled games systems comprising a master station and at least one slave station between which data is interchanged, and in which the master station addresses the slave station, which has various operating modes, continuously repeatedly to transmit data or other information acknowledging the existence of a connection, by sending data bursts to the slave station, wherein a time addressing scheme with which the master station addresses the slave station is dependent on the identified operating mode of the slave station, wherein the time addressing scheme is designed such that, when the slave station is in an operating mode with reduced activity, in particular a sniff mode, the number of data bursts which are sent from the master station to the slave station in an active time interval of the slave station is increased.